AMENDMENTS TO THE CLAIMS

Without prejudice, this listing of claims will replace all prior versions, and listings, of claims in the present application.

LISTING OF CLAIMS

1.   (Currently amended) A gaming slip comprising:

a substrate; and

gaming information coupled to the substrate, the gaming information including a random request region corresponding to a single game, wherein the random request region corresponding to the single game enables a plurality of computer-generated picks to be requested for the single game.

2.   (Previously presented) A gaming slip comprising:

a substrate; and

gaming information coupled to the substrate, the gaming information including a plurality of random request regions, each random request region corresponding to a different type of game, at least one of the random request regions enables a plurality of computer-generated picks to be requested for the corresponding game.

3.   (Previously presented) The gaming slip of claim 1, wherein each computer-generated pick includes a plurality of randomly-selected numbers.

4.   (Original) The gaming slip of claim 1, wherein the random request region is part of a game panel, the game panel further including a manual selection region that enables a manual pick to be identified.

5.   (Previously presented) The gaming slip of claim 4, wherein the game panel further includes a draw request region, the draw request region enabling the manual pick to be

played for a plurality of drawings.

6.   (Previously presented) The gaming slip of claim 2, wherein the gaming information further includes a plurality of game panels, each game panel corresponding to a different type of game, each game panel including one of the plurality of random request regions.

7.   (Original) The gaming slip of claim 6, wherein each game panel has a manual selection region that enables a manual pick to be identified.

8.   (Previously presented) The gaming slip of claim 4, wherein the manual pick includes one or more manually-selected numbers.

9.   (Original) The gaming slip of claim 1, wherein the gaming slip is a lottery play slip.

10.   (Original) The gaming slip of claim 1, wherein the gaming information is printed on the substrate.

11.   (Previously presented) A lottery play slip comprising:
a substrate; and
gaming information coupled to the play slip, the gaming information including a plurality of game panels, each game panel respectively corresponding to a different game and having a random request region for the respectively corresponding game, the random request region enabling a plurality of computer-generated picks to be requested for the respectively corresponding game, each game panel also having a manual selection region that enables a manual pick to be identified for the respectively corresponding game and a draw request region that enables the manual pick to be played for a plurality of drawings, each computer-generated pick including one or more randomly-selected numbers and each manual pick including one or more manually-selected numbers.

12.   (Original) The play slip of claim 11, wherein the gaming information is printed on the substrate.

13.   (Currently amended) A method of processing a gaming slip, comprising:

reading a random request region of the gaming slip, the random request region corresponding to a <u>single</u> game; and

generating a plurality of picks for the <u>single</u> game, the number of picks based on information read from the random request region, each pick including a plurality of randomly-generated numbers.

14.   (Previously presented) A method of processing a gaming slip, comprising:

reading a plurality of random request regions of the gaming slip, each random request region corresponding to a different type of game; and

generating a plurality of picks for each type of game, each pick including a plurality of randomly-generated numbers, the number of picks generated for each type of game being based on information read from the random request region corresponding to each game type.

15.   (Original) The method of claim 14, further including tracking game data for the gaming slip based on each type of game played on the gaming slip.

16.   (Original) The method of claim 13, wherein the gaming slip is a lottery play slip.

17.   (Currently amended) An article of manufacture having stored thereon instructions adapted to be executed by a processor, the instructions which, when executed, define a method comprising:

reading a random request region of a gaming slip, the random request region corresponding to a <u>single</u> game; and

generating a plurality of picks for the <u>single</u> game, the number of picks based on information read from the random request region, each pick including <u>a plurality of</u>

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randomly-generated numbers.

18.   (Previously presented) An article of manufacture having stored thereon instructions adapted to be executed by a processor, the instructions which, when executed, define a method comprising:

reading a plurality of random request regions of the gaming slip, each random request region corresponding to a different type of game; and

generating a plurality of picks for each type of game, each pick including one or more randomly-generated numbers, the number of picks generated for each type of game being based on information read from the random request region corresponding to each game type.

19.   (Previously presented) The article of manufacture of claim 18, wherein the defined method further comprises:

tracking game data for the gaming slip based on each type of game played on the gaming slip.

20.   (Previously presented) The article of manufacture of claim 17, wherein the gaming slip is a lottery play slip.

21.   (Previously presented) A gaming slip comprising:
a substrate; and
gaming information coupled to the substrate, the gaming information including a random request region corresponding to a game, wherein the random request region enables a plurality of computer-generated picks to be requested for the game,

the random request region corresponding to the game comprises a plurality of boxes, and wherein the number of computer-generated picks for the game is indicated by marking one of the plurality of boxes.

22.   (Previously presented) The gaming slip of claim 21, wherein marking one of the plurality of boxes indicates the selection of ten computer-generated picks for the game.

23.   (Previously presented) The gaming slip of claim 21, wherein the plurality of boxes is visually separated from the rest of the gaming information.

24.   (Previously presented) The gaming slip of claim 1, wherein each computer-generated pick is an entry for a draw of a future draw game.

25.   (Previously presented) The gaming slip of claim 24, wherein all the computer-generated picks are entries for the same draw.

26.   (Cancelled)

27.   (Cancelled)

28.   (Previously presented) The gaming slip of claim 1, wherein the substrate is a single solid piece of paper.

29.   (Previously presented) The gaming slip of claim 2, wherein each random request region enables a plurality of computer-generated picks to be requested for the corresponding game.

30.   (Previously presented) The gaming slip of claim 2, wherein each computer-generated pick includes a plurality of randomly-selected numbers.

31.   (Previously presented) The gaming slip of claim 2, wherein the at least one of the random request region is part of a game panel, the game panel further including a manual selection region that enables a manual pick to be identified.

32.   (Previously presented) The gaming slip of claim 31, wherein the game panel further includes a draw request region, the draw request region enabling the manual pick to be

played for a plurality of drawings.

33.   (Previously presented) The gaming slip of claim 2, wherein the gaming slip is a lottery play slip.

34.   (Previously presented) The gaming slip of claim 2, wherein the at least one of the random request regions comprises a plurality of boxes, and wherein the number of computer-generated picks for the game is indicated by marking one of the plurality of boxes.

35.   (Previously presented) The gaming slip of claim 2, wherein each computer-generated pick is an entry for a draw of a future draw game.

36.   (Previously presented) The gaming slip of claim 35, wherein all the computer-generated picks are entries for the same draw.

37. (New) The gaming slip of claim 1, wherein the random request region corresponding to the single game includes a marking area, the random request region enabling the plurality of computer generated picks to be requested for the single game by marking the marking area with a writing instrument.

38. (New) The gaming slip of claim 2, wherein the at least one of the random request regions includes a marking area, the at least one of the random request regions enabling the plurality of computer generated picks to be requested for the corresponding game by marking the marking area with a writing instrument.

39. (New) The play slip of claim 11, wherein the random request region includes a marking area, the random request region enabling the plurality of computer-generated picks to be requested for the respectively corresponding game by marking the marking area with a writing instrument.

40. (New) The method of claim 13, wherein reading the random request region further comprises detecting marks made with a writing instrument in a marking area in the random request region.